

**UNIVERSITY
OF MALAYA**

**WID3009
AI GAME PROGRAMMING
MAZE GENERATION**

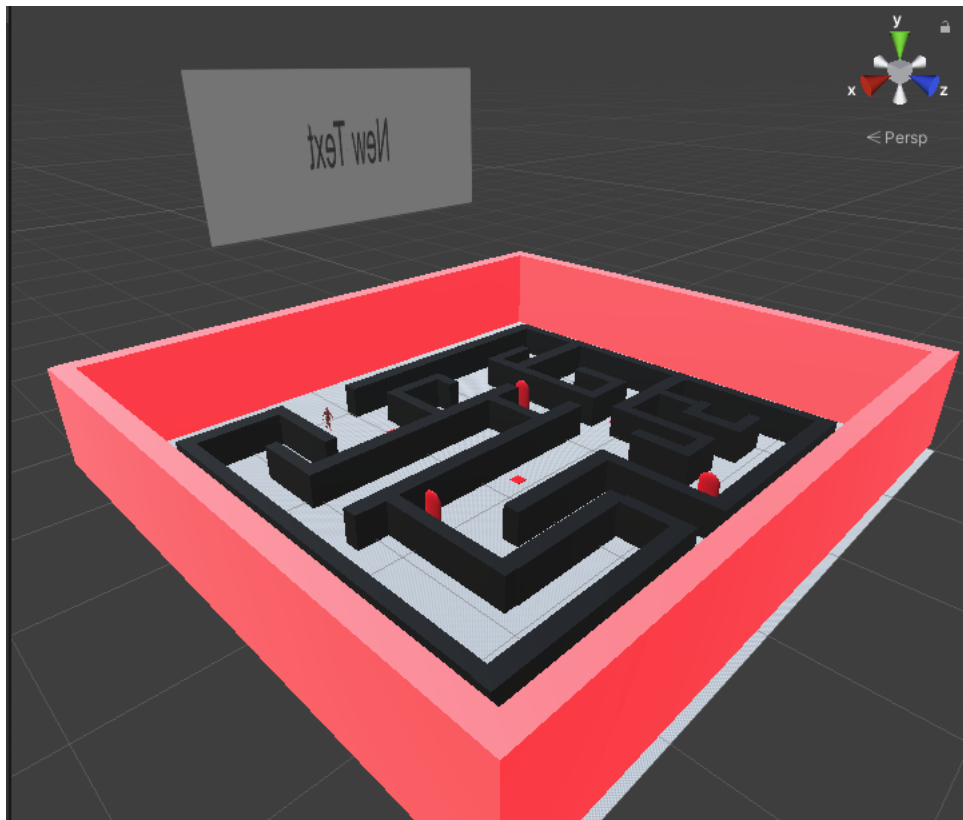
**NAME: ELEYSA EMILY HUIL
MATRIC ID: WID170009 (17124660/1)
LECTURER: PROF. DR. LOO CHU KIONG**

Description

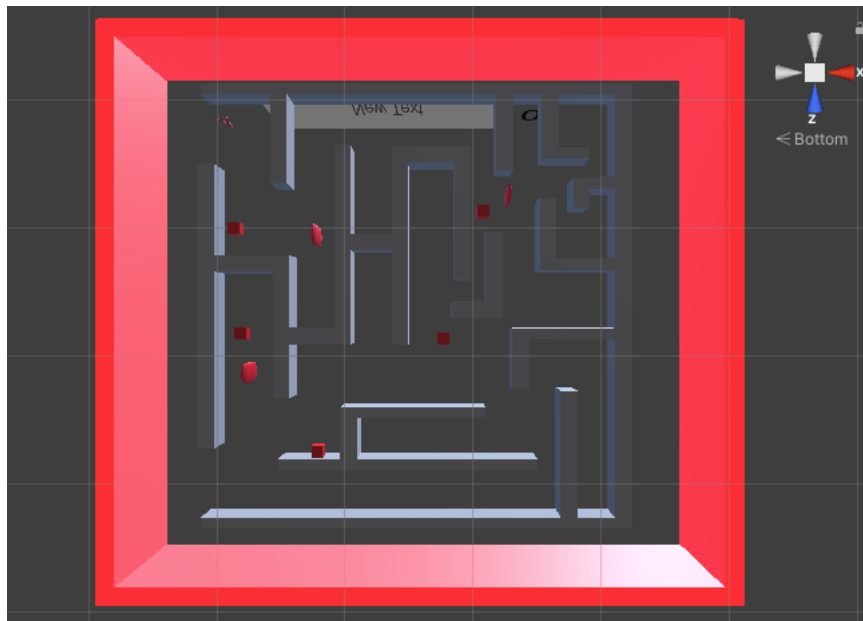
This project is developed using Unity and C++ scripts. The project generates 3 different mazes. Depth-first search algorithm is used to navigate players in the maze. Added inside the maze are timer for time limit to complete the maze, traps to add a bit difficulty to go through the maze and coins for extra scoring.

Most references for this project and codes are from various open source code that also inspired by catlikecoding's maze tutorial provided.

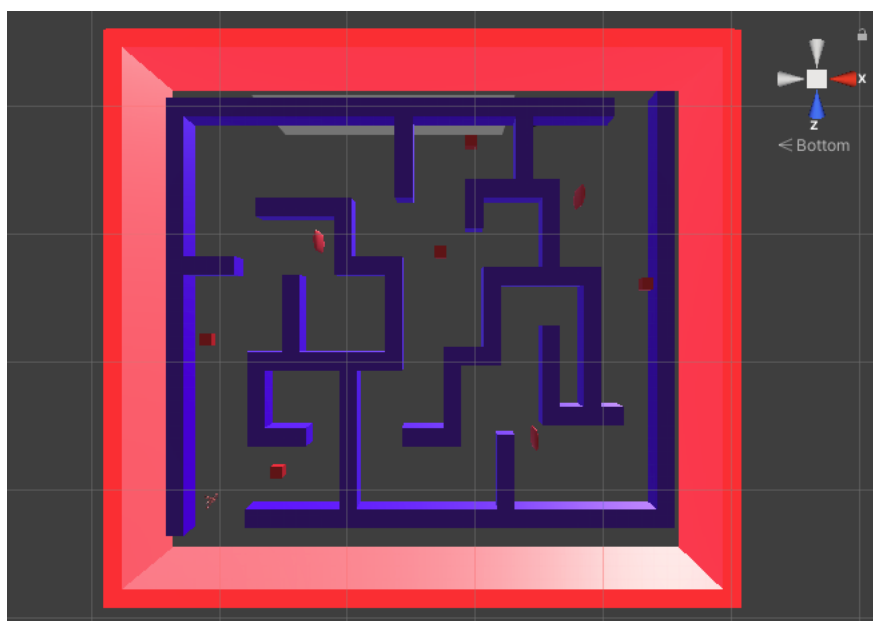
Maze 1:



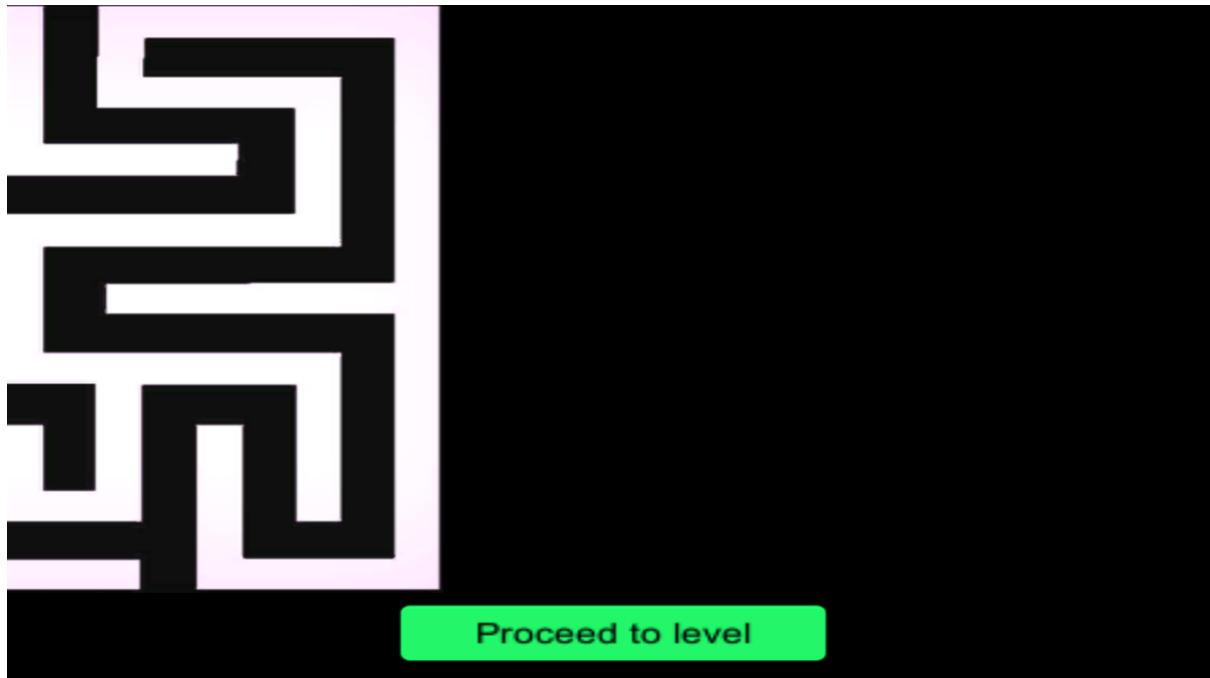
Maze 2:



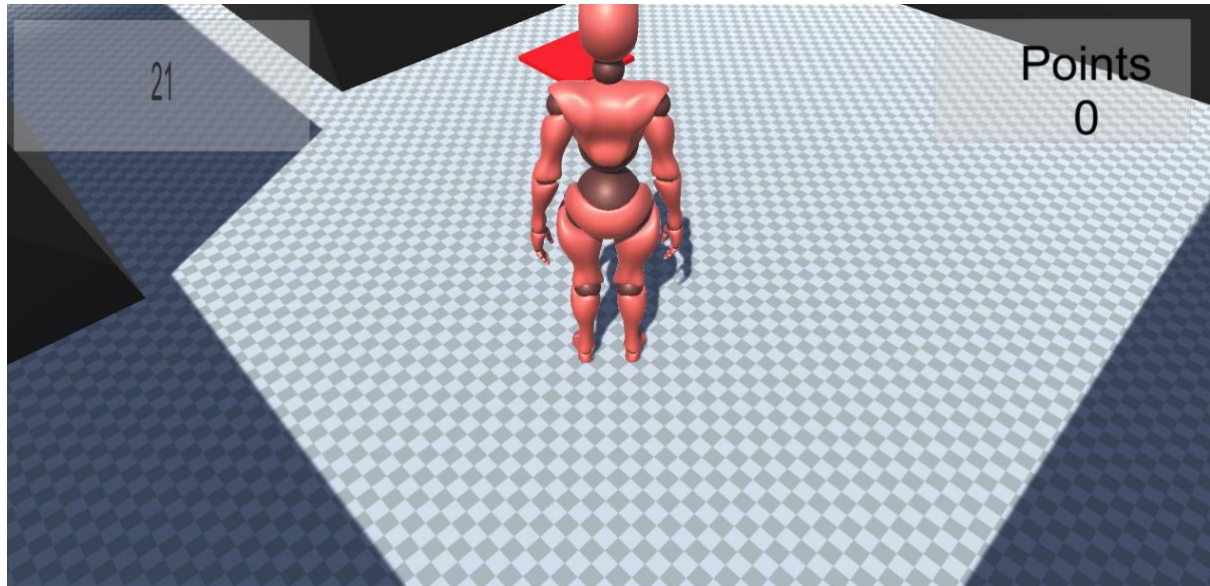
Maze 3:



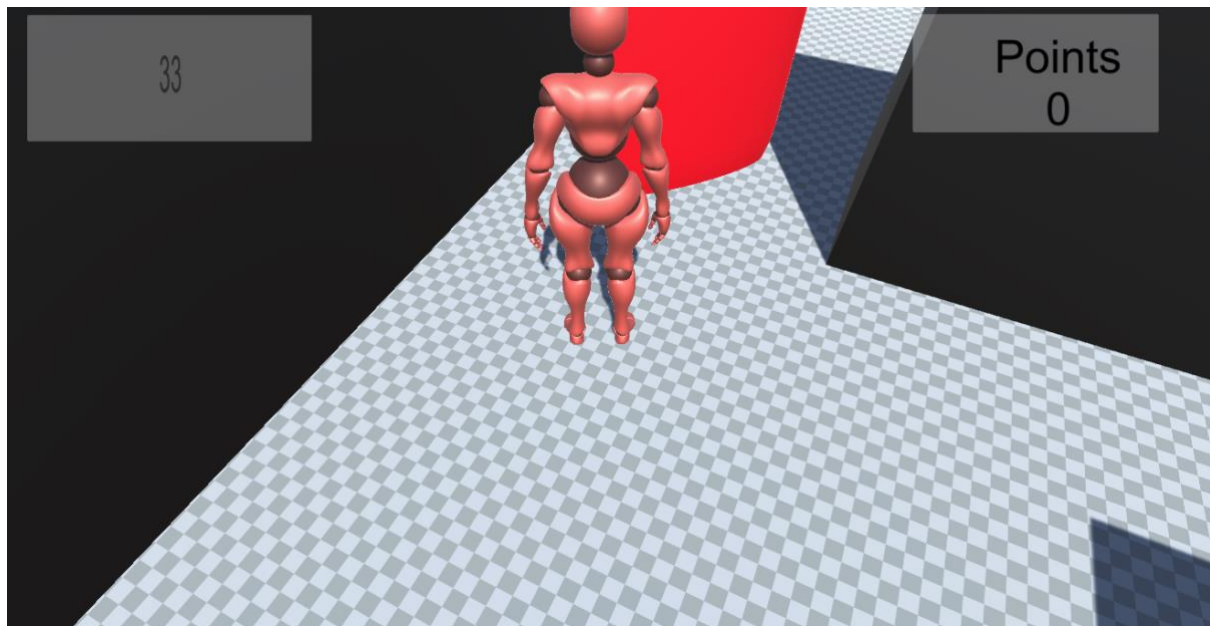
Start Page:



Player:



Points:



End Game:

